SHALAXI HELBANE

Known as the Monarch of the Hunt, Shalaxi Helbane is Slaanesh's weapon against the daemons of the other Chaos Gods. Able to discern the secrets of the Dark Prince's foes through blended senses, this statuesque warrior has slain a thousand rivals and more.

MOVE ✷

WOUNDS 14

SAVE 4+

BRAVERY 10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Living Whip	6"	1	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Soulpiercer	3"	1	2+	✷	-3	D6
Impaling Claws	3"	2	3+	3+	-2	✷

DAMAGE TABLE			
Wounds Suffered	**Move**	**Soulpiercer**	**Impaling Claws**
0-3	14"	2+	5
4-6	12"	2+	4
7-9	10"	3+	3
10-12	8"	3+	3
13+	6"	4+	2

KEYWORDS	CHAOS, DAEMON, GREATER DAEMON, SLAANESH, HEDONITE, HERO, MONSTER, WIZARD, KEEPER OF SECRETS, SHALAXI HELBANE

DESCRIPTION

Shalaxi Helbane is a named character that is a single model. It is armed with Soulpiercer and Impaling Claws. In addition, it is also armed with one of the following: a Living Whip, or a Shining Aegis.

ABILITIES

Cloak of Constriction: *Any opponent that draws too close to Shalaxi Helbane finds themselves ensnared by the Cloak of Constriction, its tentacular pseudopods making it impossible to make a clean attack.*

Add 1 to save rolls for attacks made with melee weapons by enemy **Heroes** that target this model.

Delicate Precision: *A Keeper of Secrets attacks their foes with a dazzling array of exquisitely performed blows.*

If the unmodified wound roll for an attack made with a missile or melee weapon by this model is 6, that attack inflicts a number of mortal wounds equal to the Damage characteristic of the weapon used for the attack and the attack sequence ends (do not make a save roll).

Irresistible Challenge: *Few can resist the sorcerous challenge delivered by Shalaxi Helbane – those who do find their cowardice rewarded with crippling agony.*

At the start of the enemy charge phase, you can pick 1 enemy **Hero** within 12" of this model and more than 3" from any models from your army, and ask your opponent if they wish that **Hero** to accept Shalaxi Helbane's challenge. If they refuse, that **Hero** suffers D3 mortal wounds. If they accept, that **Hero** must attempt to charge, and must finish the charge move within ½" of this model if it is possible for it to do so. In addition, if the challenge is accepted, any attacks that **Hero** makes in the following combat phase must target this model.

Living Whip: *A living whip can be used to entangle the weapons used by a large enough opponent.*

If this model is armed with a Living Whip, at the start of the combat phase, you can pick 1 enemy **Monster** model within 6" of this model and roll a dice. On a 3+, pick 1 melee weapon that enemy **Monster** model is armed with. Subtract 1 from hit rolls for attacks made with that melee weapon until the end of that combat phase.

Shining Aegis: *This masterfully created shield can turn aside blows and magical spells.*

If this model is armed with a Shining Aegis, roll a dice each time you allocate a wound or mortal wound to this model. On a 6+, that wound or mortal wound is negated.

The Killing Stroke: *Shalaxi Helbane can out-think and outwit any foe, delivering a subtle series of attacks and feints that sets them up for a final killing blow.*

At the start of the combat phase, you can pick 1 enemy **Hero** within 3" of this model. If you do so, all attacks made by this model in that combat phase must target that model, but the Damage characteristic for this model's Soulpiercer is 6 in that combat phase instead of D6.

MAGIC

This model is a **Wizard**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Refine Senses spells.

Refine Senses: *The sorcerer channels magical power into their senses, so that nothing can be hidden from them, and none can escape their wrath.*

Refine Senses has a casting value of 4. If successfully cast, until your next hero phase, you can re-roll hit rolls for attacks made by the caster that target a **Hero**, and you can re-roll save rolls for attacks made by **Heroes** that target the caster.